



PRESIDENT ELECT™

SHORT RULES

INTRODUCTION. **PRESIDENT ELECT** is a comprehensive simulation of presidential campaigning from labor day to election night. Game functions are rooted as closely as possible to real life; to campaign, players must plan and execute strategies of their own choosing. Success in a campaign is a function of these strategies, the inherent strengths and weaknesses of the candidates, chance events, and the pre-campaign situation.

THE SET-UP. To begin play, insert the game disk into your drive and turn on the computer. The first question will ask you whether you wish to 1) start a new game, 2) continue a saved game, 3) demonstrate the graphics, 4) have the computer demo the game by playing the 1960 campaign without player participation. After choosing the indicated option you will be asked whether you have a color or black-and-white monitor. Subsequent questions are self-explanatory.

If you have selected a new game, you must construct your own scenario. The importance of this segment cannot be overstressed, as the variables you enter have a direct and powerful influence on the course of the game. To construct a scenario, answer each question as requested on the screen and refer to the game manual when necessary. Following are a few notes on setting up a scenario:

- 1) Election years are different in two ways. First, the number of popular and electoral votes conform to history, adjusted in the case of popular votes by likely voter turnout. For example, Florida has 10 electoral votes in 1960 and 21 in 1984, due to population shifts. Second, each state is biased to a different degree for one party or another. Massachusetts is much more liberal than Utah. This bias changes from election to election.
- 2) Historical scenarios are just that — the historical candidates and conditions are entered automatically. A historical scenario gives you the ability to change conditions and candidates, even to the point of constructing a fictitious candidate. This allows YOU to run for president.
- 3) Candidates can be selected irrespective of their party or actual time frame, however unrealistic George McGovern running as a Republican in 1984 may seem.
- 4) How the state of the union affects the campaign depends upon who is the incumbent, how the state of the union was when the incumbent party took office, and how good or bad current conditions are.

The computer can manage all, some, or none of the candidates. It will make the game decisions a human must, without cheating. If you want all candidates to be run by the computer, then you can run the simulation on "autopilot". The campaigning segment will take 45-60 minutes without any player inputs required. You regain control when the election returns begin.

THE GAME. The campaign is nine weeks (turns) long. Each week players receive a poll that shows the national popular vote with a 2% margin of error (on rare occasions the

error may be greater). The individual states have a 4% margin of error. For a state to be considered likely to vote for a candidate the polls must show the candidate leading by over 4%. For a state to be considered solidly in support of a candidate the candidate must be leading by over 8%. During the campaign the candidates try to improve their positions through the expenditure of campaign funds on overhead, advertising, campaign stops, and foreign travel.

OVERHEAD. Overhead is unavoidable; for major candidates overhead starts at \$500 units a week and increases by \$100 units each week. It does not contribute directly to swaying votes, but is essential in running a campaign. Overhead is variable for third-party candidates.

ADVERTISING. There are three kinds of advertising, each serving a different purpose:

- 1) National advertising covers the entire nation. Dollar-for-dollar it sways the most net votes; however, it is not focused and is not the most effective way to swing particular states.
- 2) Regional advertising is more effective in swaying states, but only in the region chosen.
- 3) Individual state advertising is excellent for swaying large states where the voting is close, but it is a very expensive way to buy votes. To select a state, enter its two-letter postal code shown on the map.

CAMPAIGN STOPS. Each candidate may make appearances in the states/regions of his choice. Costs are incurred when entering a region, when entering a given state, and for each stop made. Fatigue effects occur after a given number of stops, and no more than a given number of stops may be scheduled for a single week. Stops have a diminishing marginal effectiveness in a given week, but have a gradually increasing effectiveness each week (e.g., 2 stops in each of three weeks is more effective than 6 stops in one week, but is also more expensive).

FOREIGN VISITS. In the first week only, all candidates decide whether to take a trip, and if so who will go, where they will go, when, and for how long. Trips are a pure gamble; sometimes they help, sometimes they hurt.

All players receive an intelligence report at the end of the campaign phase, showing an estimate of each candidate's dollar expenditures in each state. Also shown are the number of stops made by each candidate in each state.

Each week the players are offered the opportunity to debate, if they are willing. Agreement comes only through the mutual consent among potential debaters on who will debate and how many questions will be asked.

At the end of each week, strengths are adjusted based on the decisions of the candidates and the events that have transpired. Each new week begins with a new poll.

ELECTION NIGHT. After the ninth week, the results of the election are given and a winner declared. The election night may be simulated in real time (4-6 hours) or the votes may be tallied in less than 15 seconds. The players are given the opportunity to decide how to resolve the election night.

REPUBLICANS

NAME	SOCIAL VIEWS	ECONOMIC VIEWS	FOREIGN POLICY VIEWS	OVERALL	SPEAKING ABILITY	MAGNETISM	POISE	HOME STATE
ANDERSON, JOHN	68	30	55	51	8	6	7	IL
BAKER, HOWARD	28	32	36	32	5	5	6	TN
BUCKLEY, JAMES	3	9	10	7	7	4	7	CT
BUSH, GEORGE	21	22	27	23	5	4	5	CT
CONNALLY, JOHN	7	7	16	10	8	5	6	TX
CRANE, PHIL	3	2	15	7	5	4	3	IL
DOLE, ROBERT	10	10	12	10	4	2	3	KS
FORD, GERALD	22	25	17	21	4	4	5	MI
HAIG, ALEXANDER	8	10	3	7	3	3	3	PA
HATCH, ORRIN	7	8	10	8	5	3	7	UT
HELMS, JESSE	0	1	2	1	4	1	4	NC
GOLDWATER, BARRY	1	5	7	4	5	4	5	AZ
KEMP, JACK	12	3	22	12	7	7	5	NY
LAXALT, PAUL	9	8	12	10	5	3	6	NV
LINDSAY, JOHN	93	93	80	84	4	5	5	NY
LUGAR, RICHARD	15	12	22	17	5	6	5	IN
NIXON, RICHARD	39	41	30	36	6	5	8	CA
REAGAN, RONALD	10	4	10	8	8	8	7	CA
ROCKEFELLER, NELSON	40	30	40	36	5	4	6	NY
SCRANTON, WILLIAM	27	32	15	25	5	5	5	PA
THOMPSON, JIM	26	21	28	25	5	4	6	IL
WEICKER, LOWELL	78	57	74	70	6	3	4	CT

DEMOCRATS

NAME	SOCIAL VIEWS	ECONOMIC VIEWS	FOREIGN POLICY VIEWS	OVERALL	SPEAKING ABILITY	MAGNETISM	POISE	HOME STATE
BRADLEY, BILL	79	63	71	71	6	7	7	NJ
BROWN, JERRY	82	40	86	69	4	4	4	CA
BROWN, JOHN	61	56	55	57	5	6	6	KY
BYRD, ROBERT	79	64	65	69	6	6	8	WV
CARTER, JIMMY	59	59	65	61	3	4	8	GA
CHISHOLM, SHIRLEY	97	100	98	98	6	3	3	NY
HUMPHREY, HUBERT	91	79	85	85	5	5	7	MN
JACKSON, HENRY	54	42	31	42	4	2	7	WA
JOHNSON, LYNDON	78	66	38	60	5	6	9	TX
KENNEDY, JOHN	84	57	37	59	7	8	7	MA
KENNEDY, ROBERT	91	82	70	81	7	8	8	NY
KENNEDY, TED	92	86	87	88	7	7	5	MA
McCarthy, Eugene	86	81	97	88	4	7	7	MN
McGOVERN, GEORGE	94	77	95	89	4	3	5	SD
MONDALE, WALTER	92	83	84	86	6	5	6	MN
MOYNIHAN, D. PATRICK	59	62	46	56	8	4	8	NY
MUSKIE, ED	82	75	74	77	4	5	4	ME
ROCKEFELLER, JAY	75	65	69	70	2	4	5	WV
UDALL, MO	72	74	82	76	3	4	5	AZ
WALLACE, GEORGE	11	36	8	18	6	6	4	AL
YOUNG, ANDREW	97	96	98	97	6	6	1	GA

THIRD PARTY

CLARK, ED	28	0	62	30	2	2	5	CA
COMMONER, BARRY	97	95	93	95	3	2	3	MA